GAMESMASTER

User's Manual

Manuel d'Utilisation

GAMESMASTER

1. **Equipment required:** In addition to an MSX computer with a minimum of 16K memory and two or more slots, certain items are needed to implement *all* the functions of the Gamesmaster.

2. **Requirements:** Data Recorder or Disk Drive, Printer.

3. **Set up procedure:** Connect all external options as described in their respective manuals.
a) Insert Gamesmaster cartridge in slot 1 of computer.
b) Insert games cartridge of choice in slot 2.

4. **Operation**
a) Turn on all external options.
b) Turn on MSX computer.
c) Did a screen appear with a message similar to the following:

If NO the cartridges may not be in the proper slots. Turn computer power off, exchange cartridge positions, and turn computer on.
d) Press cursor key, △ or ▽ so that Penguin selects correct menu item.
e) Press space key to start chosen item.

5. **Pause Mode (Stop):** This mode suspends playing of the game.
   Operation
   a) Select GAME on start screen and press space key.
   b) Start game.
   c) Press ⌈STOP⌉ during game play, immobilising all objects on screen.
   d) To restart the game, press the ⌈STOP⌉ key again.
   During pause, the CAPS lamp on the keyboard lights up.

6. **Game Frame Scroll Mode** ⌈STOP⌉ , ⌈; +⌉
   Enables game frames to be moved one by one, showing step by step play
   Operation
   a) Choose GAME on start screen, and press space key.
   b) When game screen appears, start the game.
   c) Press the ⌈STOP⌉ key during the game (to obtain pause mode).
   d) Press the ⌈; +⌉ key. The game will move to the next frame each time the key is pressed.
   e) To exit to the normal game mode, press the ⌈STOP⌉ key again.

7. **Slow Motion Play Mode:** ⌈STOP⌉ , ⌈ESC⌉ , ⌈DEL⌉ , ⌈INS⌉ .
   Allows playing of the game at reduced speed.
   Operation
   a) Choose GAME on start screen, and press space key.
   b) When game screen appears, start the game.
   c) Press the ⌈STOP⌉ key during play to pause the game.
   d) Press the ⌈ESC⌉ key. Now you are ready to effect the slow-motion function.
   e) Press the ⌈DEL⌉ key. Each time the key is pressed, game speed increases.
   f) Pressing the ⌈INS⌉ key slows speed down.
   g) To reset game to original speed, press the ⌈STOP⌉ key, to set up slow motion, restart from 3.

8. **Number of Players setting mode** ⌈0⌉ through ⌈9⌉ ⌈RET⌉ , ⌈BS⌉ , ⌈◁⌉

   Allows you to change the number of players.
   a) Choose MODIFY on the start screen and press the space key.

b) Press a cursor key, ☐ or ☐ , to position the cursor to MODIFY PLAYER NUMBER. Press space key.
c) Input the number of players through the ten key pad 0 – 9 .
d) Press the RET key to terminate the data input. Display returns to screen in step 1.
e) To correct the input data, use the BS or cursor ◁ key.
f) After the mode setting, choose START GAME on screen display, and press space key.
g) After game screen appears, start game. The number of players should have changed.

9. **Game Stage Number Selection Mode:** 0 – 9 , RET , BS , ◁ .
   This mode allows you to start game from the desired stage.
   Operation
a) Choose MODIFY on start screen and press space key.
b) Press a cursor key, to position the cursor to MODIFY STAGE NUMBER. Then press space key.
c) Input the stage number required through the ten key pad, 0 – 9 .
d) Press the RET key to terminate the data input. Display returns to screen in step 1.
e) To correct the input data, use the BS or cursor ◁ key.
f) After the mode setting, choose START GAME on screen display, and press space key.
g) After games screen appears, start game. The game should begin at the selected stage.

10. **Ranking Mode:**
    In this mode you can record the game scores from the first rank to the tenth with player names.
    The recorded ranking data can be saved to tape or disk for later use.
    The recorded ranking data can also be printed on a printer.
    Operation
    (before game start)

    Setting of the ranking mode ★ Ranking-data load

★ Ranking-data initialization   Refer to 1.1.1.
   (just after game start)
   Registration of the player names.   Refer to 1.1.2.
   (during game play)
   Ranking-data display   Refer to 1.1.3.
   Ranking-data print-out   Refer to 1.1.4.
   Ranking-data save   Refer to 1.1.5.
   Ranking-data load
   Player name change   Refer to 1.1.6.
   The following paragraphs explain these in succession:

1.1.1. Setting the Ranking Mode – △ , ▽ , SPACE

A. Function
   The following three methods are available for the initialization
   of ranking data:
a) updating of ranking data – CLEAR RANKING DATA mode (the
   old data is erased).
b) use of tape-saved ranking data – LOAD TAPE DATA mode (the
   saved data remains retained).
c) use of disk-saved ranking data – LOAD DISK DATA mode.
   PRECAUTION:
   After turning on the MSX, be sure to execute one of the above
   initialization methods prior to ranking. If not executed, ranking
   data display and print-out are not effected.

B. Operation
(1) Choose MODIFY on the start screen and press the space key.
(2) Select ranking mode with cursor. Then press the space key.
    Your screen changes to the following:

```
—— RANKING MODE ——
LOAD DISK DATA
LOAD TAPE DATA
CLEAR RANKING DATA
END
```

(3) Choose one of the initialization methods described above.

a. CLEAR RANKING DATA mode

★ Position the cursor to CLEAR RANKING DATA on the screen and press the space key.
   The ranking data is cleared. 10,000 points will be set in the first rank for the player "KONAMI".

b. LOAD DISK DATA mode

★ Position the cursor to LOAD DISK DATA on the screen and press the space key. The following screen will appear.

```
DISK-LOAD        SEARCH FILE
RANKING
```

★ This screen indicates that the ranking data files on the disk are being retrieved. If the files are found, then the screen changes to the following:

```
DISK-LOAD        SELECT FILE NAME
RANKING       ➡ABC.R01
                 DEF.R01
                 GHI.R01
RC-701
```

The found file names are displayed. The maximum number of file names per frame is three. Files up to 20 can be displayed by successively pressing the ▽ cursor key.

★ Position the cursor to the file name of interest using the cursor key, △ or ▽ and press the space key. Data loading from the disk will be initiated.

★ If there is no desired file, then position the cursor to END on the file name screen with the ▽ cursor key and press the space key. The display returns to the screen in step 2.

c. LOAD TAPE DATA mode

★ Position the cursor to LOAD TAPE DATA on the screen and press the space key. The following screen will appear and data loading from tape will be initiated.

```
TAPE-LOAD        SEARCH FILE
RANKING
RC-701
```

★ In the tape data load mode, the file names are fixed. The name of the ranking file is RANKDT nn (where nn are last two digits of the cartridge model number; for example, nn = 25 for RC725).

★ If another file name is found, then the display changes to the following screen. This indicates file skip.

```
TAPE-LOAD        SEARCH FILE
RANKING          SKIP FILE
RC-701           "RANKDT 00"
```

★ If the proper file is found, then the message screen disappears to indicate data load start.

★ After completing initialization and returning to the screen in step 1, choose START GAME on the screen and press the space key. A GAME screen will appear. At the moment the game starts, the player name input prompt shown in 1.1.2. is displayed. Input the player name and the game will begin.

1.1.2. Registering Player Names – $\boxed{A}$ thru $\boxed{Z}$, $\boxed{0}$ thru $\boxed{9}$, $\boxed{\cdot}$, $\boxed{\triangleleft}$, $\boxed{RET}$.

A. Function
★ Operation described in 1.1.1. enables the input of ranking data.

Player name input is also needed for ranking. This must be done before game start but after ranking mode setting.

★ If the game has 1P-2P selection function, name input is required for both 1P and 2P.
★ The input names are valid until the MSX is turned off; the initial input player names are not lost even if a player name change is made during the game.

B. Operation
(1) After setting the ranking mode, choose START GAME on the screen and press the space key. A game screen will appear.
(2) When the game starts, the following screen appears.

```
RANKING      1P NAME= · · · · · ·
             (2P NAME= · · · · · ·)
             INPUT 1P NAME
RC-701       ■
```

(3) With A thru Z , 0 thru 9 and · keys, input the appropriate player name that contains no more than 8 characters.
(4) To correct the input name, use the BS of cursor ◁ key.
(5) After input, press the RET key. The screen changes to the following:

```
RANKING      1P NAME=ABCD
             (2P NAME=EFGH)
           ➔OK
             RETRY
```

(6) If the names on this screen are acceptable, specify OK on the screen. If the names are to be corrected, specify RETRY on the screen and press the space key.
(7) Specifying RETRY, restart from step 2.
(8) If the game required 1P-2P selection, perform steps 2 thru 6 for 2P.

(9) After the name input is completed, the game starts and the score of each player is entered into the ranking data together with his name, the ranking can be displayed at any time using the ranking display function described in 1.1.3.
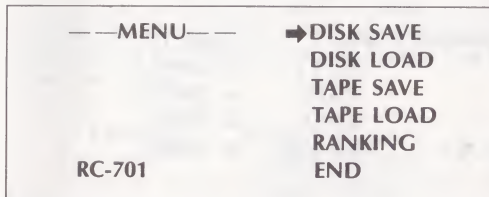
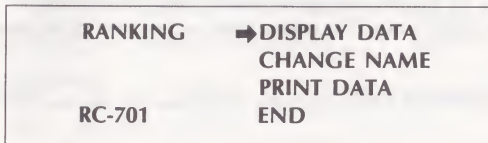**1.1.3. Displaying ranking data –** `STOP` , `CTRL` , `△` , `▽` , `SPACE`

A. Function
In the ranking mode, the ranking data can be displayed at any time during game play.

B. Operation
(1) Start the game in accordance with the procedures described.
(2) Press the `STOP` key during the game play to pause the game.
(3) Press the `CTRL` key. The following menu screen will appear.

```
— —MENU— —      ➡DISK SAVE
                  DISK LOAD
                  TAPE SAVE
                  TAPE LOAD
                  RANKING
   RC-701          END
```

(4) Position the cursor to RANKING on the screen using the cursor key `△` or `▽` and press the space key. The following screen will appear.

```
   RANKING      ➡DISPLAY DATA
                  CHANGE NAME
                  PRINT DATA
   RC-701          END
```

(5) Choose DISPLAY DATA on the screen. The following RANKING DATA screen will appear.

```
RANKING    ➡1. KONAMI=10000PTS
             2. ABCD  =  9000PTS
             3. EFGH  =  8500PTS
             4. XYZ   =  5000PTS
RC-701       5. IJK   =  1000PTS
```

★   The data for KONAMI on the screen is displayed as an example when the ranking mode is initialized.

(6) Only five ranks are displayed on one screen. Ten ranks can be observed by pressing the ▽ cursor key.

```
RANKING    ➡6. I I I  =500PTS
             7. J J J  =100PTS
             8. K K K  = 50PTS
             9. L L L  = 10PTS
RC-701      10. MMM   = 10PTS
```

(7) After observing the display, press the space key. The display returns to the screen in step 3.
(8) To restart the game, choose END on the screen and press the space key. The menu screen disappears and the game screen reappears. At this time the game is still in the pause state.
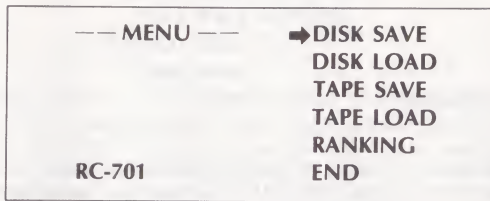(9) Press the [STOP] key. The pause state is cleared and the game restarts.

1.1.4. Printing Ranking Data – [STOP] , [CTRL] , △ , ▽ , [SPACE]
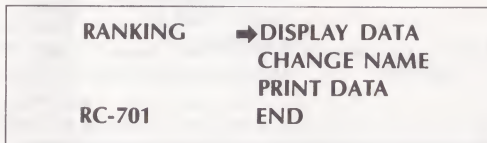
A. Function
    You can print out the ranking data on your printer.

9

B. Operation
(1) Start the game in accordance with the procedures described in
    1.1.1. and 1.1.2.
(2) Press the `STOP` key during game play to pause the game.
(3) Press the `CTRL` key. The following menu screen will appear.

```
 —— MENU ——      ➡DISK SAVE
                   DISK LOAD
                   TAPE SAVE
                   TAPE LOAD
                   RANKING
 RC-701            END
```

(4) Position the cursor to RANKING on the screen using the
    cursor key △ or ▽ and press the space key. The following
    screen will appear.

```
 RANKING          ➡DISPLAY DATA
                   CHANGE NAME
                   PRINT DATA
 RC-701            END
```

(5) Choose PRINT DATA on the screen and press the space key.
    Ranking-data print-out will be initiated.
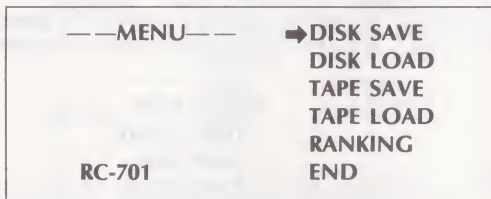
1.1.5. Saving of Loading Ranking Data

A. Function
   You can save (record) or load (read out) the current ranking
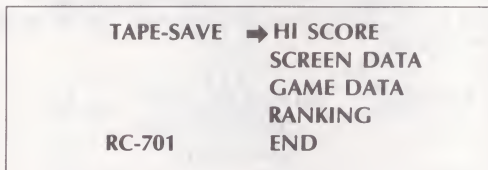   data onto tape (or disk).

B. Operation
(1) Start the game in accordance with the procedures described in
    1.1.1. and 1.1.2.

(2) Press the `STOP` key during game play to pause the game.
(3) Press the `CTRL` key. The following menu screen will appear.

```
— —MENU— —      ➡ DISK SAVE
                  DISK LOAD
                  TAPE SAVE
                  TAPE LOAD
                  RANKING
   RC-701         END
```
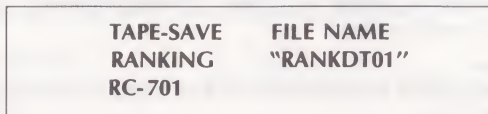
For data saving on cassette, tape proceed as follows:
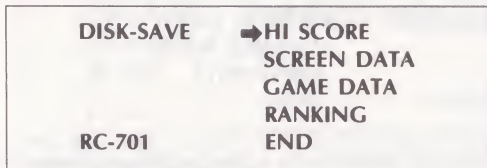(4) Position the cursor to TAPE SAVE on the screen and press the space key. The following screen will appear.

```
   TAPE-SAVE    ➡ HI SCORE
                  SCREEN DATA
                  GAME DATA
                  RANKING
   RC-701         END
```

(5) Position the cursor to RANKING on the screen using the cursor key △ or ▽ and press the space key. The ranking data is saved on cassette tape. The names of the files being saved are displayed on the screen for a while.
For data saving on disk, proceed as follows:
(6) Choose DISK SAVE on the menu screen in step 3 and press the space key.

```
   TAPE-SAVE     FILE NAME
   RANKING       "RANKDT01"
   RC-701
```

11

(7) Position the cursor to RANKING on the screen and press the space key.

```
        DISK-SAVE    ➡HI SCORE
                      SCREEN DATA
                      GAME DATA
                      RANKING
        RC-701        END
```

(8) Input the name of the file to be saved. With $\boxed{A}$ thru $\boxed{Z}$ and $\boxed{0}$ thru $\boxed{9}$, input the name that contains no more than 8 characters.
(9) To correct the input name, use the $\boxed{BS}$ and cursor $\boxed{◁}$ keys.
(10) After input, press the $\boxed{RET}$ key.
(11) The file with the input name is saved on disk.

For data loading onto cassette tape or disk, proceed as follows:
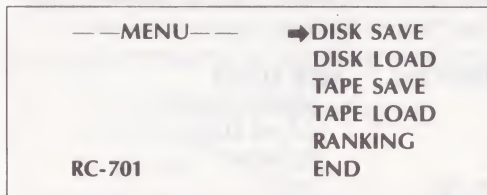(12) Choose TAPE LOAD or DISK LOAD on the menu screen in step 3 and perform the procedure described in 1.1.1.

1.1.6. Changing Player Name
A. Function
    The player names for ranking can be changed during game play by using this function.
B. Operation
(1) Start the game in accordance with the procedures described in 1.1.1. and 1.1.2.
(2) Press the $\boxed{STOP}$ key during game play to pause the game.
(3) Press the $\boxed{CTRL}$ key. The following menu screen will appear.

```
    — —MENU— —   ➡DISK SAVE
                   DISK LOAD
                   TAPE SAVE
                   TAPE LOAD
                   RANKING
    RC-701         END
```

(4) Position the cursor to RANKING on the screen and press the space key. The following screen will appear.

```
RANKING      →DISPLAY DATA
              CHANGE NAME
              PRINT DATA
RC-701        END
```

(5) Choose CHANGE NAME on the screen and press the space key.
(6) Input the new player name as described in 1.1.2.

2.0 Saving or Loading High-Score Data

A. Function
   You can save or load the current high-score data onto disk (or tape).

B. Operation
(1) Press the STOP key during game play to pause the game.
(2) Press the CTRL key. The following menu screen will appear.

```
— —MENU— —    →DISK SAVE
               DISK LOAD
               TAPE SAVE
               TAPE LOAD
               RANKING
RC-701         END
```

For high-score data saving on disk, proceed as follows:
(3) Choose DISK SAVE on the menu screen in step 2 and press the space key. The following menu screen will appear.

```
DISK-SAVE    →HI SCORE
              SCREEN DATA
              GAME DATA
              RANKING
RC-701        END
```

(4) Choose HI SCORE on the screen and press the space key.

```
DISK-SAVE      INPUT FILE NAME
HI SCORE       ■
RC-701
```

(5) With $\boxed{A}$ thru $\boxed{Z}$ and $\boxed{0}$ thru $\boxed{9}$ keys, name the data of interest with 8 or less characters.
(6) To correct the input name, press the $\boxed{BS}$ and cursor $\boxed{\triangleleft}$ keys.
(7) After input, press the $\boxed{RET}$ key.
(8) The file with the input name is saved on disk.
(9) When the data saving is terminated, the display returns to the screen in step 2.
    To return the game, choose END on the screen and press the space key.
(10) The menu screen disappears and a game screen reappears. Press the $\boxed{STOP}$ key. The game restarts.

    To load the high score data from disk, proceed as follows:
(11) Choose DISK LOAD on the menu screen in step 2 and press the space key. The following menu screen will appear.

```
DISK-LOAD      ➡HI SCORE
               GAME DATA
               RANKING
RC-701         END
```

(12) Choose HI SCORE on the screen and press the space key.

```
DISK-LOAD      SEARCH FILE
HI SCORE
RC-701
```

14

This screen indicates that the high-score data for the present game is being searched from the disk.

(13) When the file is found, the following screen will appear.

```
DISK-LOAD      SELECT FILE NAME
HI SCORE     ➡ADCD.HO1
               EFGH.HO1
RC-701         I J KL.HO1
```

(14) The maximum number of file names per frame is three. File names up to 20 can be displayed by successively pressing the ▽ cursor key.

(15) Position the cursor to the file name of interest and press the space key. Data loading from the disk will be initiated.

(16) If there is no desired file, then position the cursor to END on the file name screen and press the space key. Data loading is aborted and the display returns to the screen in step 2.

```
DISK-LOAD      SELECT FILE NAME
HI SCORE       I I I.HO1
               J J J.HO1
RC-701       ➡ — —END— —
```

To save the high-score data onto tape, proceed as follows:

(17) Choose TAPE SAVE on the screen in step 2 and press the space key. The following menu screen will appear.

```
TAPE-SAVE    ➡HI SCORE
               SCREEN DATA
               GAME DATA
               RANKING
RC-701         END
```

15

(18) Position the cursor to HI SCORE on the screen and press the space key. Data saved on cassette tape will be initiated.

To load the high-score data from tape, proceed as follows:

(19) Choose TAPE LOAD on the screen in step 2 and press the space key. The following menu screen will appear:

```
TAPE-LOAD      ➡HI SCORE
                GAME DATA
                RANKING
RC-701          END
```

(20) Choose HI SCORE on the screen and press the space key. Data loading from cassette tape will be initiated.

(21) If the proper file is found, the menu screen disappears to indicate data load start. After completing data load, the display returns to the menu in step 2.

(22) If a different file is found during data loading, then the following screen appears to indicate file skip.

```
 TAPE-LOAD      SEARCH FILE
 HI SCORE       SKIP FILE
                "HI SCOR00"
 RC-701
```

★ File name description.
The name of the file being disk-saved consists of the following two sections:

a) File name section (within 8 characters) which is input when data saving is done.

b) File type section – 3 characters indicating game type and data class (prepared automatically)

Hnn: File type of high-score data
Snn: file type of on-screen data

16

Gnn: file type of game data
Rnn: file type of ranking data
(nn is last two digits of game model number).
File naming for cassette tape is done automatically.
HISCOR nn for high-score data
SCREEN nn for on-screen data
GAMEDT nn for game data
RANKDT nn for ranking data

2.1 Preparing Screen Library

A. Function
★ You can save game screen data onto disk or cassette tape at
  any time during game play.
★ The save screen data can also be displayed.

B. Operation
(1) Refer to 2.0 for disk save and tape save.
    Choose SCREEN DATA in place of HI SCORE.

    To load screen data from disk, proceed as follows:
(2) Choose SELF on the START screen and press the space key.
    The following menu screen will appear:

```
—— SELF MODE MENU ——
➡ COLOR TEST PATTERN
  LOAD SCREEN DATA
  END
```

(3) Choose LOAD SCREEN DATA on the screen and press the
    space key.

```
—— LOAD SCREEN DATA ——
➡ LOAD DISK DATA
  LOAD TAPE DATA
  END
```

(4) Choose LOAD DISK DATA on the screen and press the space key.

```
DISK-LOAD          SEARCH FILE
SCREEN
```

(5) When the file is found, the screen changes to the following:

```
DISK-LOAD          SELECT FILE NAME
SCREEN          ➡ABCD. S00
                   EFGH. S01
                   I I I I.S30
```

Snn screen data files described in 2.0 are displayed (up to 20 files).
(6) Position the cursor to the screen data of interest and press the space key. Data loading from the disk will be initiated.
(7) If there is no desired file, then position the cursor to END on the file name screen and press the space key. Data loading is aborted and the display returns to the screen in step 2.
(8) When the data is loaded, the following screen will appear:

```
——SCREEN DISPLAY MODE——
➡DISPLAY ALL SCREEN
  PRINT SCREEN
  END
```

(9) If you want to display all screen frames, choose DISPLAY ALL SCREEN and press the space key. If any key is pressed during display, the screen returns to the menu screen in step 8.
(10) To hardcopy the loaded screen, choose PRINT SCREEN.

To load screen data from tape, proceed as follows.
(11) Perform steps 2 and 3.

(12) Choose LOAD TAPE DATA on the menu screen in step 3 and
press the space key.

```
TAPE-LOAD        SEARCH FILE
SCREEN
```

The SCREENxx file is searched.
(13) If the file of interest is found, data loading is initiated and the
display will return to the screen in step 8.
(14) If a different file is found, then the following screen will appear
to indicate file skip.

```
TAPE-LOAD        SEARCH FILE
SCREEN           SKIP FILE
                 "HISCOR01"
```

2.2 Game Interruption
A. Function
★ You can suspend the game and then restart it from the
suspended game frame.
★ The suspended game data is saved on disk (or tape);
consequently the data is not lost even when the power is
turned off.

B. Operation
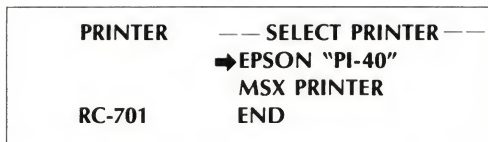(1) Change the data type from HI SCORE to GAME DATA through
operation described in 2.0.

2.3 Hardcopying Screen – [STOP] , [F3] .

A. Function
★ You can receive a hard copy of the screen from your printer at
any time during game play.
★ An Epson PI-40 colour printer or MSX monochrome printer can
be used.
★ The screen library saved during game can also be hardcopied.

B. Operation
(1) Press the ⎡STOP⎤ key during game play to pause the game.
(2) Press the ⎡F3⎤ key. The following menu screen will appear.

```
PRINTER        —— SELECT PRINTER ——
               ➡EPSON "PI-40"
                MSX PRINTER
RC-701          END
```

(3) Specify either
Epson PI-40 colour printer or MSX printer.
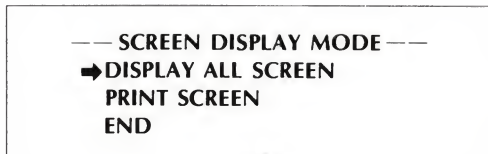Note: The following MSX dot print specifications apply.

> More than 384 dots/line
> A printer capable of more than 768 dots/line can be used.
> When specifying an MSX printer, press the ⎡CTRL⎤ key together.

(4) Position the cursor to the printer name of interest on the screen and press the space key. Hardcopying will be initiated.
(5) At the end of hardcopying, the system is placed in the pause state in step 1.
(6) Press the ⎡STOP⎤ key. The game restarts.

To hardcopy the screen library, proceed as follows:
(7) Load the screen library data by referring to 2.1.
(8) At the end of data loading, the following screen will appear.

```
        —— SCREEN DISPLAY MODE ——
        ➡DISPLAY ALL SCREEN
         PRINT SCREEN
         END
```

(9) Choose PRINT SCREEN and press the space key.
(10) Perform steps 3 through 6.

2.4 TV Colour Test Pattern Display

A. Function
★ This function displays a screen colour test pattern for screen colour adjustment.

B. Operation
(1) Choose MODIFY on the start screen and press the space key. The following screen will appear on your display.

```
—— MODIFY MODE MENU ——
➡MODIFY STAGE NUMBER
  MODIFY PLAYER NUMBER
  RANKING MODE
  COLOR TEST PATTERN
  START GAME
```

(2) Position the cursor to COLOR TEST PATTERN, then press the space key. Your screen changes to the following:

```
—— SCREEN DISPLAY MODE ——
➡DISPLAY ALL SCREEN
  PRINT SCREEN
  END
```

(3) Choose DISPLAY ALL SCREEN on the screen and press the space key. A colour test pattern is displayed.
(4) After colour adjustment, press any key. The menu screen in step 2 will appear.
(5) Choose END on the screen and press the space key. The display returns to the menu screen in step 1.

21

(6) To restart the game, choose START GAME on the screen and press the space key. A game screen will appear.

C. Screen adjustment tips
   In displaying computer video on a home television receiver, there are some cases where colours and adjustments for TV broadcast reception are unsuitable for your MSX personal computer. If such a case is true, perform colour adjustments as follows:

(1) Adjust cyan (sky blue) with the hue control knob so that colouring can be unlike green and blue.
(2) Adjust colouring with the colour intensity control knob so that yellow and grey, and grey and white are distinctive.
(3) Adjust brightness with the brightness control knob so that the entire screen is not whitish.
(4) Adjust the video knob so that white on screen does not flicker.
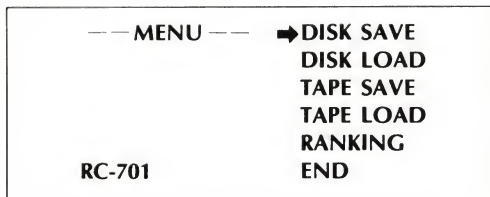(5) Adjust the picture quality control knob so that Konami on the screen is sharp.

2.5 Resetting the Game – CTRL , SHIFT

A. Function
★ This function is used to correct the stage number selection and player number setting.

B. Operation
(1) Press the STOP key during game play to pause the game.
(2) Press the CTRL key. The following menu screen will appear.

```
— — MENU — —    ➡DISK SAVE
                  DISK LOAD
                  TAPE SAVE
                  TAPE LOAD
                  RANKING
      RC-701       END
```

(3) Position the cursor to END on the screen using the ⊠ or ⊡ cursor key.
(4) While pressing the ⌈CTRL⌉ and ⌈SHIFT⌉ keys together, press the space key.
(5) The game is reset and the display returns to the start screen.

3. Others

3.1. Error Corrections

A. Disk-related errors.
(1) When attempting to execute LOAD or SAVE with the disk unloaded:

```
DISK-SAVE      —— DISK ERROR ——
HI SCORE    "DISK OFFLINE"
            RETURN KEY--RETRY
            SPACE KEY  --ABORT
```

(2) When attempting to execute data save on a disk with the write-protect notch covered:

```
DISK-SAVE      —— DISK ERROR ——
HI SCORE    "WRITE PROTECTED"
            RETURN KEY--RETRY
            SPACE KEY  --ABORT
```

(3) When attempting to execute data save on a disk with no write-available area:

```
DISK-SAVE      —— DISK ERROR ——
            "DISK FULL"
            HIT RETURN KEY
```

Replace the disk.
Press the return key. The display returns to the initial menu screen. For these errors, the following error messages (E in the above figure) are displayed:
"TOO MANY FILES"
"DISK 1O ERROR"
"DISK READ ERROR"

B. Cassette tape error
(1) When an error is detected during SAVE or LOAD operation, the following screen will appear.

```
TAPE-SAVE      TAPE IO ERROR
HI SCORE       HIT RETURN KEY
```

(2) Press the return key. The display returns to the initial menu screen.

C. Printer Error
(1) When a printer command (hardcopy or ranking print command) is issued with the printer turned off or the power cord removed.
To restart printing, press the return key. To abort printing, press the space key.

```
RANKING       -- PRINTER MODE --
              "NOT READY"
              RETURN KEY--RETRY
              SPACE KEY  --ABORT
```

D. Required termination of cassette taping
(1) Depress the CTRL and STOP keys simultaneously during taping (data save or load operation). After a while, error correction action described in B.(1) will be taken.

E. Pausing for printing
(1) Press the CTRL and STOP key simultaneously. The

following menu screen will appear:

```
PRINTER      — — PRINTER MODE — —
             "PAUSING"
             RETURN KEY--RETRY
RC-701       SPACE KEY  --ABORT
```

(2) To continue with printing, press the return key. To abort print operation, press the space key.

3.2 Use of the Screen Library (Disk) to the Best Advantage
★ The collected game screen data can be used in your own BASIC program.
★ The data disk-saved using the disk save operation of the screen library function cannot directly be used for the BASIC program. Prepare data as described below.

(1) Set up screen library data file (named ABC).
(2) Choose SELF on the start screen and press the space key.
(3) Choose LOAD SCREEN DATA.
(4) Choose LOAD DISK DATA.
(5) Choose ABC, S 01 and load the data. At the end of loading, the following menu screen will appear.

```
      — — SELF MODE MENU — —
      ➡COLOR TEST PATTERN
       LOAD SCREEN DATA
       END
```

(6) Choose END. While keeping the CTRL , and SHIFT keys pressed simultaneously, press the space key.
(7) Data conversion is done and the next file is generated.

New file   ABC. VRM

File name (same as library name)
File type (fixed)

(8) Apply this file to BASIC as follows:
10 SCREEN 2.2.   Set the screen mode to 2.
20 COLOR ..1   Set backdrop colour to 1 (black).
30 BLOAD "ABC.VRM".S   Library screen display

25

3.3 List of Operation with Konami's Cartridge
This cartridge can run with all the Konami's MSX cartridges as summarized below, except for some games.

Model No.	Title	Modification for Stage Setting	Modification for the Nos. of Player	Ranking Function
RC-701	Antarctic Adventure	OK	X	OK
RC-702	Monkey Academy	X	OK	OK
RC-703	Time Pilot	X	OK	OK
RC-704	Frogger	X	OK	OK
RC-705	Super Cobra	X	OK	OK
RC 706	Konami's Milliard	X	OK	OK
RC 707	Konami's Mah-Jong	X	X	X
RC-710	Track a Field 1	OK (Note 1)	X	OK
RC-711	Track a Field 2	OK (Note 1)	X	OK
RC-715	Hyper Sports 1	OK	X	OK
RC-717	Hyper Sports 2	OK	X	OK
RC-718	Hyper Rally	OK (Note 2)	X	OK
RC-720	Konami's Tennis	X	X	X
RC-723	Konami's Golf	X	X	X
RC-724	Konami's Baseball	X	X	X
RC-729	Pippoles	X (Note 3)	OK	OK
RC-730	Road Fighter	OK	X	OK
RC-731	Konami's Ping Pong	X	X	X
RC-732	Konami's Soccer	X (Note 4)	X	X
RC-733	Hyper Sports 3	OK (Note 5)	X	OK
RC-736	Konami's Boxing	OK	X	X

(Note 1)   Difficulty does not change if more than 2 laps is set up.

(Note 2)   The numerical value of Qualify is fixed, unchangeable.

(Note 3)   Possible to modificate only Background. The position on the map does not change.

(Note 4   RC-735 works only on the stage of PK match, if the setting of the stage is modified.

(Note 5)   Difficulty is fixed, unchangeable.

For your information
Usually, RC-735 is used on the SLOT No. 1 and Game Cartridge must be on the SLOT No. 2.
However when RC-744 Vampire Killer played, please set RC-735 on the SLOT No. 2 and RC-744 on the SLOT No. 1.

★   This cartridge can run on any MSX personal computer.
★   Be sure to turn off the main power when loading or unloading the cartridge.
★   Remember that this cartridge is a precision device. Do not disassemble the cartridge.
★   This cartridge is a product originated from Konami. You may not copy, modify or transfer the program, or any copy, modification or merged portion, in whole or in part, without the prior written permission of Konami.
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